



ESOGU Faculty of Art and Design
Visual Communication Design Department
COURSE INFORMATION FORM

SEMESTER	Fall
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COURSE CODE	141315016	COURSE NAME	Animation Techniques
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
5	2	2	0	3	5	COMPULSORY () ELECTIVE (X)	Turkish

COURSE CATEGORY				
Basic Education	Art	Design	Visual Communication	Social Science
		2	3	

ASSESSMENT CRITERIA			
MID-TERM	Evaluation Type	Quantity	%
	1st Mid-Term		
	2nd Mid-Term		
	Quiz		
	Homework		
	Project	1	40
	Report		
	Others (.....)		
FINAL EXAM	Project	1	60

PREREQUIEITE(S)	
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COURSE DESCRIPTION	History of Animation, Basic Rules, Character design, Animating the character, Time and Movement, Softness and Flexibility, Exaggeration, Walking techniques in Animation, Application projects
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COURSE OBJECTIVES	Teaching cell animation techniques and basic animation rules, concepts with applications
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ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	<input type="checkbox"/> Ability to recognize the design techniques and technology and to identify their differences, applications and methods. <input type="checkbox"/> Ability to understand and practice the design process, its steps, and production techniques. <input type="checkbox"/> Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments
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COURSE OUTCOMES	<input type="checkbox"/> Student learns animation techniques and basic animation concepts. <input type="checkbox"/> Student understands the relationship between the timing and the movement concept in animation with applications. <input type="checkbox"/> Student learns the animation production process.
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TEXTBOOK	<input type="checkbox"/> Back, Jerry & Friedwald, Will (1997) Animation Art. London: Virgin publishing Ltd. <input type="checkbox"/> Blair, Preston (1990) Film Cartoons. Tustin:Walter Foster publishing Inc.
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OTHER REFERENCES	<input type="checkbox"/> Foss, Bob (1992) Film Making. Los Angles: Silman-James Press. Co. <input type="checkbox"/> Peter Lord & Brian Sibley, Foreword by Nick Park (1998) Cracking Animation. London: Thames & Hudson ltd.
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TOOLS AND EQUIPMENTS REQUIRED	Computer, drawing tablet
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WEEKLY COURSE SYLLABUS	
WEEK	TOPICS
1	History of animation
2	Basic Rules and principles in animation
3	Application of basic rules and principles
4	Character design in animation
5	Animating the character
6	Time and movement in animation
7	Softness and flexibility in animation
8	MIDTERM EXAMS
9	Application project
10	Exaggeration in animation
11	Application project
12	Walking techniques in Animation
13	Application project
14	Application project
15	Application project
16	FINAL EXAM
17	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		x	
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers	x		
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs			x
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems		x	
5	The ability to recognize design technique and technology, to comprehend application areas and methods			x
6	The ability to comprehend and apply the design process and production techniques			x
7	The ability to update design knowledge in line with the requirements of the age and technological developments			x
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal	x		
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment		x	
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems	x		

1: None. 2: Partially contribution. 3: Completely contribution.

Instructor(s): Öğr. Gör. Tunçemre Doğramacı

Signature:

Date: